

PLAYSTATION PRO

NIGHTMARE

CREATURES



*The
complete
players
guide!*

Presented free with
the March issue of
**PLAYSTATION
PRO**

Nightmare

A surprise hit in recent months has been Sony's own mutant crammed bloodfest set in the creepy surrounds of a London where a lack of street lights and copious spreading fog is the order of the day. Thankfully, we're here to help

LEVEL I

FIND THE WORKSHOP

A very straightforward level which is over almost as quickly as it begins. The trick is to stock up on as many power-ups as you possibly can. From the start turn immediately so you can see the door behind you. Go inside. Kill your first zombie with a slash of your weapon. Smash the crates and stock up on health.

Go back onto the street and smash the window which has a pistol and some health behind. Pick them both up and head down the street. There's a zombie to take care of. Go back into the courtyard and shoot the barrel blocking a door. Go inside, pick up the mine and the pistol.

Take a stroll back down the street and you'll see your way forward blocked by a gateway. To open this you'll need to head down a stairway to the right of the gate. The door will burst open and a werewolf will attack. The best attack method to use on these is avoid spinning attacks and anything which involves a big

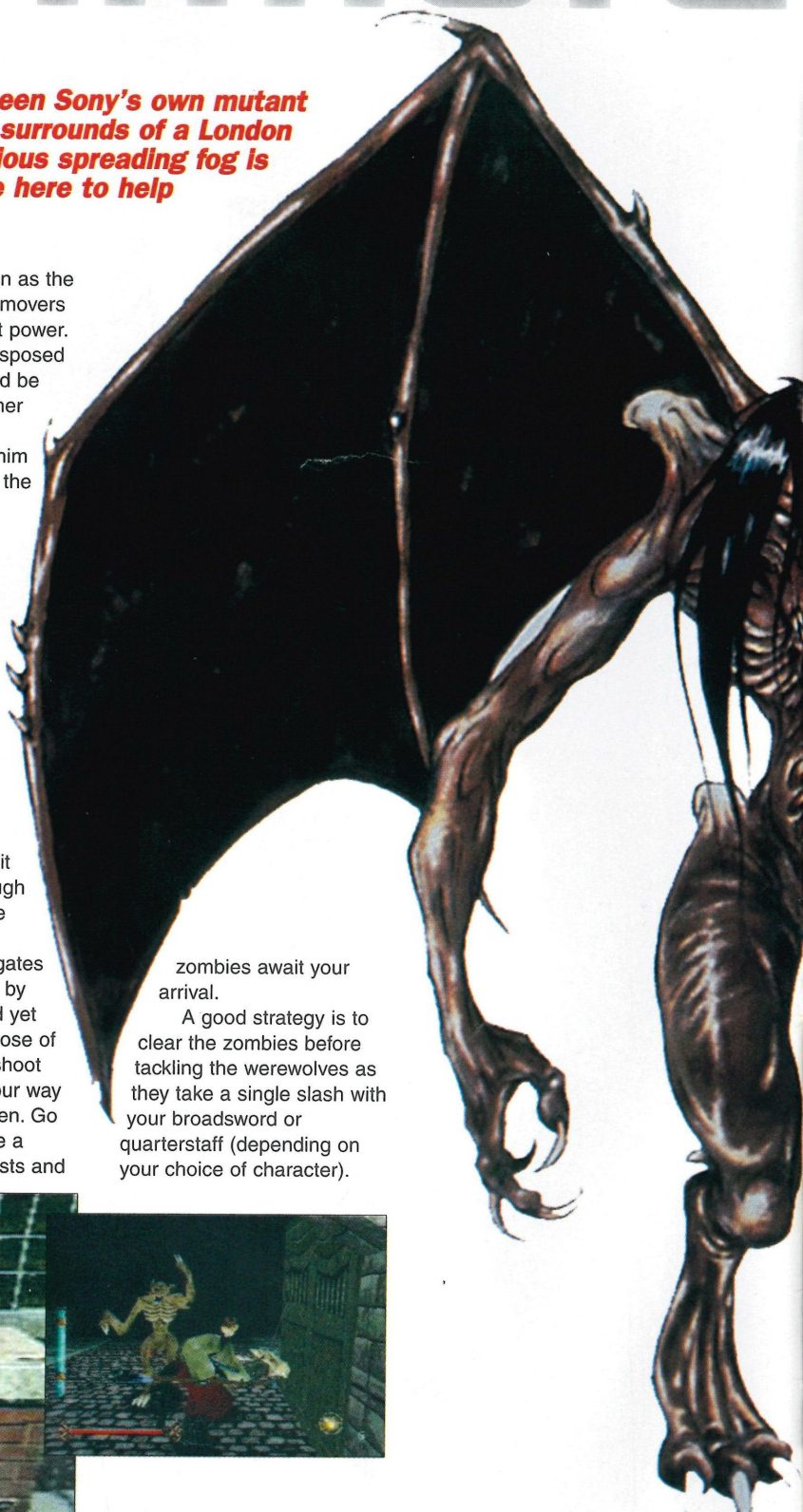
swing of your weapon as the werewolves are fast movers and attack with great power.

Once he's been disposed of enter the room and be ready to attack another zombie. Give him a slashing shot to cut him in half before finding the switch. Activate the switch and another doorway opens to reveal yet another werewolf. Use the same method as earlier to take care of his attentions. Go into the corridor he came from and pick up the full health icon, the pistol and the mine. There's a switch at the end of the corridor, activate it and you can go through the gates back on the street.

Head through the gates and you'll be greeted by another werewolf and yet another zombie. Dispose of them both and then shoot the barrel blocking your way through into the garden. Go into the garden where a whole manner of beasts and

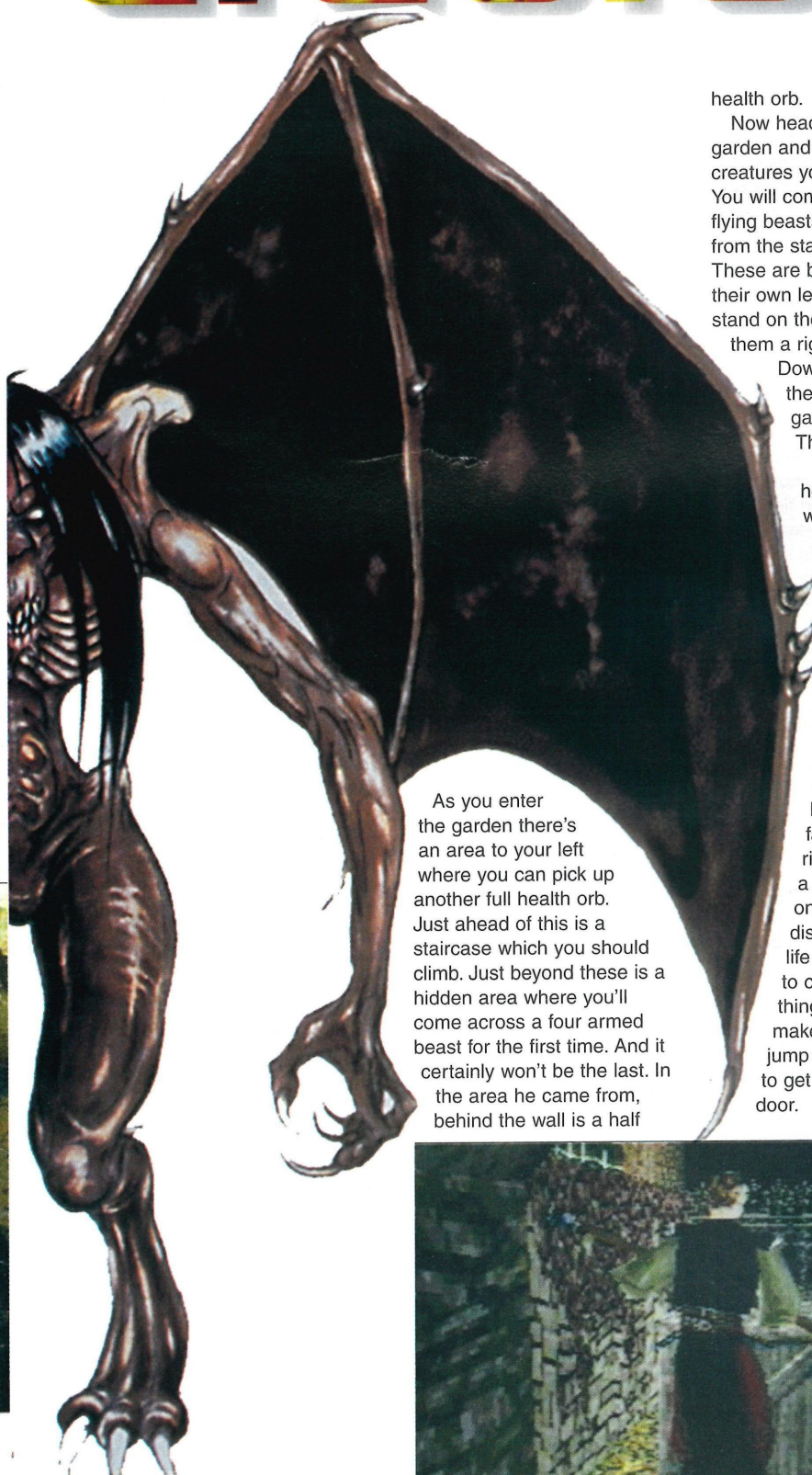
zombies await your arrival.

A good strategy is to clear the zombies before tackling the werewolves as they take a single slash with your broadsword or quarterstaff (depending on your choice of character).





Creatures



As you enter the garden there's an area to your left where you can pick up another full health orb. Just ahead of this is a staircase which you should climb. Just beyond these is a hidden area where you'll come across a four armed beast for the first time. And it certainly won't be the last. In the area he came from, behind the wall is a half

health orb.

Now head out into the garden and kill all the creatures you come across. You will come across some flying beasts which emerge from the statues on pillars. These are best tackled from their own level. In other words stand on the wall and give them a right good clout.

Down some steps at the far end of the garden is a doorway. This is your goal.

It's up to you how much time you want to spend

thumping the grotesque mutants patrolling the area. Also, there's a hidden section behind the doorway. Go to the wall near the river and leap up onto the ledge. Be careful not to fall in! Fall off to the right and you'll enter a tunnel section with one zombie to dispose of, an extra life and a few goodies to collect. The tricky thing is you'll have to make that awkward jump back onto the wall to get back to the exit door.

LEVEL 2

SEARCH

Turn and smash the crate behind you to reveal a health orb. Next break through the wooden fence ahead of you and you're immediately set upon by a huge four armed creature. Luckily for you they're pretty slow, so a few jabs with your bladed weapon will put paid to their feeble attack. Be warned, however, that if they do connect with a punch you will sustain plenty of damage.

Eventually, as you progress you'll need to flick a switch just at the top of a small staircase. The doorway opens so you can step down into the town. Another four armed nasty attacks and you should jab away at him until he's been wasted. Once he's out of the way turn your attention to the zombie and give him a thumping too.

Go to the wooden gates and smash them open. Crack open the crates ahead of you and collect the health. Continue down the street until you can go no further. Smash through the wooden gates and then continue forward. Then turn to head for the bushes in the corner. Batter your way through them and enter the secret area. In here is an extra life and the repeater.

Once you've grabbed all of the goodies you can head back out into the street and continue your stroll. As you make progress you're attacked by a huge blue monster. This is the strongest foe so far and can cause untold stress to your





health bar. Block his attacks and then hit him with a quick combo. He's not the quickest of fellas you see.

Once he's disposed of head down the street some more until you come to a dead end. Two zombies will smash their way through the walls to your left. Give them a good thrashing. Continue through into the area the zombies came from until you come across a set of crates. Approach them using caution as a four armed beast will attack throwing the crates in your direction. Kill him and continue up the street.

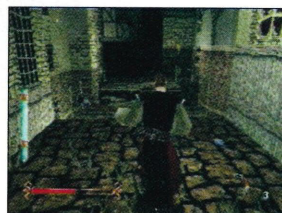
As you step under a low bridge masonry drops down. Rush through to avoid the falling debris but be ready to fight yet another blue monster. Once you reach the end of the alleyway you should head over to the right and to some crates leading the way to another secret area. Attack the zombie by the crates and then find the bush area in a corner. Slash through the bush to reveal another secret area. Kill the four armed beast and collect the weapons before leaving again.

As you get back onto the

main stretch a blue monster smashes through a wall and attacks. Pummel him as another zombie appears along with his four armed friend. Don't forget you can use a repeater or pistol to clear them away.

You're quite close to the end of the level, but you must first get past a pile of crates and a four armed monstrosity. Smash the red crate and pick up the pistol. Stand back and take aim at the crates by the four armed creature. When you fire the gun the crates will explode. You can now safely step over the bridge. Kill the beast and find the switch. Activate it and battle your way onwards through the hordes. Go past the blue monster and into the secret area opposite. If you're not quick enough the entrance will collapse so there's no time for napping.

After collecting all you can head back to the road following the trail until you come across a bridge. Here you will see one of Crowley's henchmen. Don't bother giving chase as he runs into the distance- he destroys the bridges behind him and you won't stand a chance of catching him. Instead take your time to jump safely over the gaps and to the end of this level.



LEVEL 3

FIRE BREATHER

As you reach the sewer entrance a huge four headed monstrosity will burst through. Keep moving to avoid its main

attack- each of the four heads breathes fire. You need to smash the pillars around its lair so they collapse on his head. As



these hit they stuns it momentarily so it can't counter attack. If you're quick and skilful enough you can then knock the next one down before it recovers.

Once all of the pillars are gone it will probably need a few swipes with your bladed weapon before it finally succumbs to your overwhelming attacks. It's a tricky one to get to grips with, but don't be discouraged if you fail initially.

LEVEL 4

SEWER CHASE

Once you've dropped through the manhole turn and pick up the health orb before heading down the tunnel. The first creature you come across is a new one and requires you to guard its attack before stepping in with a strong counter-attack. Use caution as you step forward as the tunnel caves in. Once the roof has collapsed push the cart containing the gunpowder on the left of the screen forward to hit the blocked area ahead.

As you walk through, a blue monster will burst through a wall. Drop a few mines so as he approaches he's blown to smithereens. In the next section of the tunnel is another terrible creature for you to deal with.

After dealing with this threat another blue beast will attack. Take care of him also. Go into his hiding place and pick up the pistol and the full health orb. At the end of the tunnel you should turn left as the right path leads to a





dead end. As you follow the path forward yet another blue monster will smash through a wall. Take care of him as you have before and pick up the power-ups. Continue forward and turn right into the large cavern. In the centre of this room is a giant squid. Before you can deal with this however, you need to take care of the other creature which attacks from the left.

Get your pistol out and



take aim at a crate and fire a shot. This destroys all of the explosives around the squid and kills it instantly. Smash the crates around the edge of the cavern and collect a pistol. If you've used all other ammo for the pistol you should grab this before tackling the squid creature.

Pick up all the health you can from this room before continuing out of the other side of it. Be sure to pummel any remaining nasties before you leave. As you continue forward you'll encounter a dead end. It's now that you wind up being attacked by two blue monsters who burst through the wall to your right. These are tougher than the ones you've seen previously, but they're still slow so you shouldn't have too much trouble dealing with their threat.

Go into the area they came from and break the doorway on the left to enter another section. In the corner there's another blue monster (opposite this is a switch to activate). In his little hideout is an extra life, a repeater and a thunderflash. Head down to the other end of the tunnel and attack the two insect blokes. Go back into the corridor you came from and turn right.

Activate the switch, then go back into the room you've

just come from. Take the exit out of this room and you'll wind up looking over a pool of sewage. As is the norm, it's chock with enemies. If you use the pistol on the squids they will blow up due to the explosives lying around. You now need to successfully leap across the wooden platforms in the sewage to reach the other side of the room.

Once on the other side follow the path and smash the attacking creatures aside. At the end of this path is the exit for this level.

LEVEL 5

THE PUB CRAWL

Go to the crates behind you and grab the health power-up. Head into the courtyard and dice the zombies. You



can now make a leap across the ruined bridge or go right up the steps and take a running jump from the ramp into a secret area where you need to trounce a wandering zombie. Grab the torches from a crate behind and give the blue monster a grand thumping to stop him in his tracks. Activate the switch and the portcullis will raise giving you access to the docks.

Get your pistol out and blast the squid beasts. Continue up the path, clearing all beastly threat along the way and climb the steps at the end. Before you can do this you need to kill another squid and then step aside to avoid the rolling barrels which come down the

steps. At the top of the steps is a blue monster. Kill it with a few quick combos.

Smash through the doorway into the next section being wary of falling planks from the roof above. Kill the blue monster and head towards the doorway on the other side of the room. The pillars are about to tumble so use caution before





exiting the room.

As you step through you should smash a crate to grab the health power-up and then deal with the flying beast. Then turn your attentions to the lone zombie ambling around. Continue around the docks killing the blue monster. You will come across a ship anchored in the harbour. Leap onto the crates and step across the gangplank onto the deck.

Attack the blue monster who is upon you immediately. Then attack the two zombies and then another blue monster. Is there no end to your troubles? Well yes, but it's a way away yet. Clear the ship of goodies and step down to collect more stuff. Go to the back of the ship and you should see a plank. Dodge the swinging chain and down below you should see a section of the dock.

Turn to face it and make a jump to the dock. Grab the extra life and the torch. Blast through the crates in front of you and you're back by the boat on dry land. Head past the ship and through the gateway on the right. Continue down and go through another gate. Rush through, kill the blue monster and pull the lever to raise the portcullis ahead of you.

Go through and you need to make a jump over a gap. You also need to avoid the

pendulums. Wait until there's a gap between and make your leap across. On the other side go behind a mesh screen and activate a switch. A door ahead opens and a blue monster attacks. Give him a quick array of combos and go through into the next room.

Continue around the streets and kill all opposition, avoid another pendulum trap and get out of this level smartish.

LEVEL 6

SAMUEL'S TOMB

The snow is falling, but even this doesn't keep the mutants away.

Forge ahead and thump the first werewolf into submission. Follow the area around and you'll encounter another of the beasts. Eventually you will turn left. At the end of the corridor is a tomb where another werewolf lurks. Ruin his day and enter the secret area. Search the area and you'll find a thunderflash and a repeater. Go back out into the main corridor and continue to the graveyard gates. Break through and walk across the graveyard.

Kill the wolf and be prepared for a shock. There's not been too much action in this graveyard. Crowley himself will appear and try to

take you out of the proceedings with a rather nasty hand bomb. You need to be quick on your feet to avoid his attack. Luckily for you he doesn't hang around for long and will scarper as quickly as he arrived.

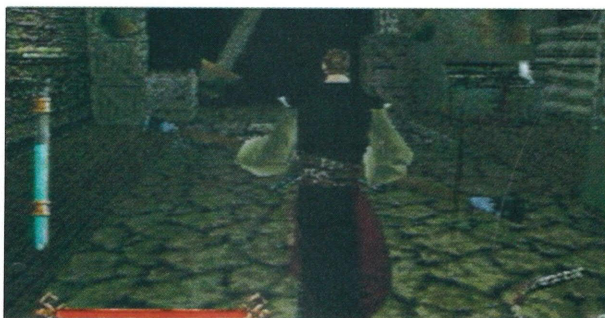
Get across the graveyard taking out the zombies as you go. At the other end of the graveyard are two gates. You'll be attacked by a harpy as you reach them. Give it a good

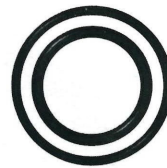


whack. Go into the left gate first and take the werewolf and zombie out of the equation. Pick up the extra life and get out of there again. The other gate will take you out into the rest of the graveyard. You are greeted by a couple of lumbering zombies. Waste them and then turn your attention to the harpy which attacks.

Continue up the path and you'll enter another area. Look out for falling statues. Kill the zombie and werewolf. As you round the corner werewolves will burst through the church windows. Give them what for. If you get caught up in the middle they'll cause you no end of trouble, so try to lure them out into a larger area before dealing with their attacks.

Once they're cleared you should continue around and blast the barrel to get through. Kill the werewolf and zombie beforehand. Once you reach the next section you have to dispose of another damn werewolf, harpy and zombie. The werewolf jumps from the tomb so be ready. You're now ready to stroll out of this level.





LEVEL 7

THE GARDENS

You first need to kill the creature in the courtyard and then step back onto the street. As you pass the gate into the gardens two beasts will burst through and are joined by another waiting at the exit to the garden.

As you round the corner you're greeted by a new creature from the twisted mind of Crowley. It's an eight armed spider-type mutant. It is however, simple to kill using a few quick combos and a few jabs of your weapon. To your left is a squid. Take a shot at it with your pistol and go around the pond to collect the thunderflash.

Go back to the main pathway and climb the steps to face another four armed beastie. Keep to the edge of the stairs to avoid the barrels it rolls down at you. As you reach the end of the staircase another spider will join the fun. Stand firm so that you don't step forward and attract the attention of even more nasties. Go into the spiders lair to your right



and pick up the torch. Go along the pathway and you'll be set upon by another of those spider hybrids. Give him a sound thrashing and head down the second path to your right. Smash the fence on your left and go into the garden picking up a health orb.

Head back to the street and go down the last pathway to locate a hidden chamber containing health and explosives. Head through the woods towards the gates. Use caution as you will be ambushed by a couple of four armed creatures. After clearing them and getting closer to the gate another of

the four armed scum attacks. Kill him and head across the bridge.

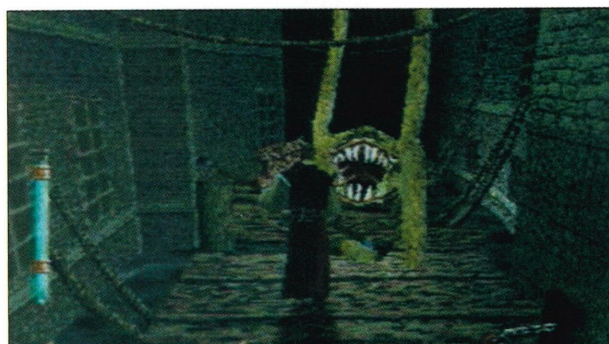
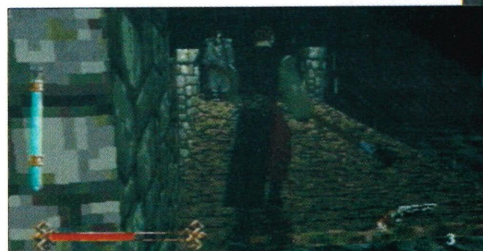
Shoot the squid creature which blows up the bridge so you can leap over safely. Go down the steps into the square. Get ready for action as always.

In the square you need to dispose of a four armed creature and another spider bloke. Go into the gate to the left and pick up the mine. Return to the square and head down some more steps.

You will be back on the docks for another meeting with those pesky squids. If you kill them you can safely grab the power-ups. Go right to the broken jetty. Two squids will rise from the depths. Kill them and jump across the jetties for an extra life. Head back and go to the second jetty after killing another two squid creatures. Cross this and collect the power-ups. From here you should be able to see another squid. Shoot him and you should be able to jump across and collect the extra life.

Go back to the dock and continue forward. You will be met by yet another four armed guard. Kill him and go around the corner. A spider bloke will attack. Kill him as quickly as possible and collect the thunderflash. Now you can continue down the dock. At the end turn to the right into an area covered in spider webs. In this area two spiders will descend. Give them a sound thumping as before even though they're much larger.

Walk through the web covered iron gates in time to witness Crowley rowing away. You should pinch the nearest boat and give chase.



LEVEL 8

THE DOCKS

Immediately upon entering the level you're set upon by a blue beast. Keep away from the water so you aren't sent reeling into the drink. After wasting the dastardly blue bloke you can start making your way through the narrow causeways.

Ahead of you is a swinging chain and just beyond that is an insect

creature which you must kill. Don't be flash, just get past the chain and then steam in with all your might. If you're feeling particularly vengeful you can lure it to a chain and watch as it's smashed by the





steel links.

At the first junction go left and head down the gangway. Ahead of you is a blue monster and a couple of swinging chains. Use some quick combos to erase it before it can shove you into the chains. As you forge

ahead a squid will burst through the wooden boards ahead. If you have no pistol ammo left you can blind it with a thunderflash and quickly give it a whack



with your weapon before it can set its eyes on you. Get over to the other side.

Turn right and smash the central window to obtain a razor power-up. Rush through the swinging chains ahead and get prepared to do battle with a blue nasty which emerges from behind some crates.

Use a thunderflash if possible as this will also blind the squid behind him giving you time to pummel them before they know what's hit them. Grab another thunderflash from the box next to the killed squid.

As you continue along the boardwalk an insect creature will be upon you in a flash from behind the crates. Once it's been destroyed break the remaining crates to obtain two pistols and a torch. Go through the archway to your right. You'll come across a blue thug. Head to the crates after killing him and collect the weapon power-up and the health orb.

Head back out of the archway and turn right. Blast the squid away and cross the gangplank to get back onto the docks. Indulge in a little pagga with a blue beast and draw your pistol to shoot the squid which emerges from the depths to your left. You must go right as the way ahead is blocked. Go down the jetty and towards the gangplank. And guess what? Yet more squids pop up. Use a pistol or if this isn't possible, hit them with a thunderflash and a quick smack around the chops while they're dazzled.

On the other side of the gangplank an insect and blue beast will attack. Give them a clear view of the back of your hand and then head over to the boxes on your left.

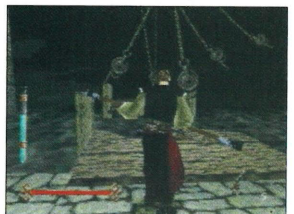
Squeeze through the gap and smash open the door in front. In this secret room take care of the squid and collect the health from the crates on

the right.

Go along the gangplank and make a jump over the gap avoiding the swinging chains. Back on solid ground you can pick up an extra life from the crate as well as collecting a torch and pistol. You're now fully armed again. Go back to the entrance again to get on with the remainder of this long level.

Continue along the walkway and when you reach another giant squid you should draw your pistol and shoot the explosives close by to clear the way. Rush through some more swinging chains.

When you enter the next square a blue monster is



upon you as well as his good buddy insect mutant. Kill them both and make your way to the passageway on the right. Climb onto the crates and break open the one breakable one to collect a torch. You must now make a leap across the gap onto solid ground on the other side.

Pummel the blue monster and go forward. When you reach a window an insect creature will fly through. Kill this also. Grab the health orb and continue forward. Avoid the squid to your right and turn left instead. Continue around killing the blue monsters and if you fancy



killing the squids you can, but it's always better to save your weapons.

Once again Crowley is just ahead, but as you reach the



boat at the end of the level he simply vanishes. Odd.



LEVEL 9

THE CITY STREETS

Stroll into the courtyard and waste the spider freak. Turn



right and walk up the stairs. Break the window you're facing and head to the gate on the far side of the courtyard.

Head past the spider creature and go through the gateway to your right. There are two spider hybrids in the next section. Smack them up and continue down the pathway ahead. Kill the next mutant obstacle and get to the steps. Keep to the side of the steps to avoid the barrels being thrown at you. Waste the spider freak at the top of the steps and his buddy behind. Continue forward until you reach a dead end. Stand well back and destroy the barrels using either dynamite or a pistol.

Just over the rubble you create is a knife wielding cultist. Either chop the blighter in two or show him some of your combos. Take the left turn and head towards the three windows on the left. Two zombies and another cultist will leap out at you. Kill them all swiftly and scoop all the power-ups from the area.

Go back through the broken wall and to the yard where you killed the two spider hybrids. Go through the web surrounded tunnel entrance

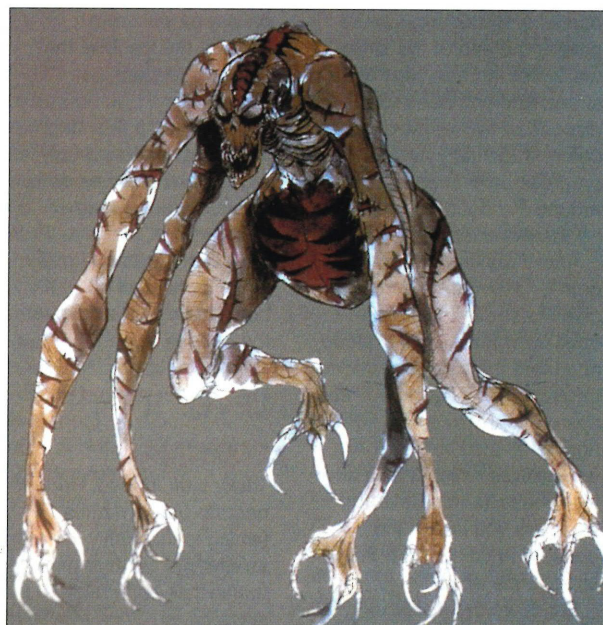
on your left. Kill the two spiders guarding a switch and then activate it to raise the gate near the exit. Turn left and leather more hybrids. Search the room and collect the extra life amongst other power-ups.

Return to the main square and waste all remaining mutants. Leave through the west exit. As you stroll forward you'll see a werewolf feasting on a horse. Attack him while he can't see you, but be ready to tackle another werewolf which crashes through a window opposite. Once you've killed the second werewolf check the window he came from and collect the skull. Continue down the street ahead.

As you continue a cultist will leap from the shadows. Step aside and give him a few digs with your weapon before rounding the corner. You need to blast through the barrels using the pistol or dynamite. Kill the spider weirdos guarding the area. Smash the windows to the right and pick up the power-ups. Head around the corner and flip the switch. Now you need to make a run back to the central square.

Go through the north gates. Kill the hybrid and his buddy who joins the scrap through a window. You then need to step through the triple archway ahead where three creatures attack almost instantly. Kill the arachnid freak, cultist and the zombie. Turn right at the junction and you will find an extra life in the shadows. Break through the fence on the right and step into the spiders lair. The roof is unstable so if you step carefully some boulders will land on the head of the spider in the room.

As you exit the lair you should restock your weapons. To do this you need to go right



and jump over the fence to grab the upgrade. Now go just around the corner to meet a few more of those damn enemies. Slice the two zombies and the cultist as they burst from a window to your left. Alternatively you can use a repeater as they all surround you which will do the job much quicker. Before leaving the level pick up the extra life from the window the zombie came through.

Go through the archway ahead, break open the gate and step out of this eerie place.

LEVEL 10

TRAIL OF BLOOD

Turn and collect the health orb before heading down the steps. As you set foot on the snowy street below, a new enemy attacks. A gargoyle will swoop into view and will need some serious attention before it is slayed. Give it a single thump and then lunge in for the kill as they're tricky to get to grips with.

Further down the street is another one of these new creations. Make this follow you to the end of the street where there are two cult blokes. Use a repeater to take all three of them out of

the contest. Smash the windows on the right of the street and grab a razor power-up.

As you wander up the street you'll be met by a single werewolf from a window to your right. At the end of the road turn left and destroy the barrel by the gate to reveal a secret area. It contains a health orb and a repeater. Go up the road again and crash through the gate on the right. Time is of the essence as the blue bar will drop. You haven't killed for a short time. If you have the time you can smash the window by the gate before going through to collect a stick of dynamite. If not you have to break through the gate and batter the werewolf. If you step too far into the room a cult member will jump out of a doorway and set about ruining your day.

Kill them both and then break a window to your right. Pick up the ice weapon and the pistol. Also in this area is a mine. Grab the mine and go back to the main street.

Use the ice weapon on the knifeman you come across and smash them to smithereens. Go around the corner and break the windows to the left to grab a pistol before heading down the narrow passageway

opposite. Break through the gate at the end of the street and enter the next part of the street. And you need to dispose of two werewolves before they halt your progress permanently. Dodge around the dead bodies and kill the werewolves.

After breaking through the gate go over to the cart and give it a shove to the gate opposite where it will explode and clear the way ahead. Go through collecting the power-ups on your way to the street again. Kill the two werewolves which attack and the lone knifeman. Take the weapons you find in the crates and go out onto the street once more.

Go down the street ignoring the left turn as there's nothing of interest down there. Just around the corner is a gargoyle which smashes through a window, but before you reach it there's a zombie, werewolf and a gargoyle to lure around the corner where you can use the repeater to do your dirty work.

Around the next bend is another knifeman. Kill him and then head under the bridge and dispose of another cult member who emerges from a window. Smash the windows to reveal a health orb and a pistol.

Get the werewolf you come across to follow you to the frozen pond. Two



gargoyles will smash through the ice. Use that repeater to clear the obstacles.

To complete this stage you must challenge only three more enemies as you climb the steps. Gather them around and give them the usual treatment, or if you simply can't be bothered make a dash for the exit.

LEVEL 11 SNOWMAN

Tricky stuff indeed. Here you need to use dynamite (which is thankfully littered around the area) to throw at the barrels either side of the snow beast. Once they're all destroyed he's no more. If only it were that simple. He gathers snow together quicker than a motorway snow plough and he throws snowballs with the accuracy of a circus knife thrower and has a burning pit in front of him which if you get too close will kill you. As will his snowballs and the explosions from the dynamite if you stand too close. Keep moving, rushing in when you can and lobbing dynamite at the barrels before retreating. This all has to be done at lightning pace, but it is possible.



LEVEL 12 REGENTS CANAL

There are some crates blocking the way ahead so you need to turn and head by the water. Dispose of the squid with the pistol and head down the jetty.

Go up the two right turns. Shoot the distant squid creatures. On the second section you can make a jump over to the other shore. Trash the blue monster. Smash the crates to grab the power-ups. In the right corner there are two barrels. Destroy them to reveal a secret area. Kill the insect creatures and collect the health, weapons and most importantly an extra life.

Leave the room and follow the area around killing all opposition as you go. Cross the small jetty and a blue monster will attack through a fence ahead. Waste the thug.

In the area he came from there's a switch by the gate. Activate it. Some sludge drains which you need to pass in just a little while. A gate has also opened. Shoot the barrels by the blue freak and they will do your dirty work for you.

Enter the area and an insect creature will attack. Collect all of the power-ups you can as you make your way down the street. Drop down onto the area which you drained earlier. Follow the stream down. As you near the end a blue monster will attack. Ruin his day. Climb the stairs on the right.

To the right is another blue beast. Once he's been cleared there's an insect creature to deal with on the left - waste him. At the top of the stairs are some barrels. Destroy them and pick up the health orb. Head over to where the insect creature came from and follow the street around. A mutant freak will leap from the right. As he arrives so does a blue monster. Dispose of them as quickly and safely as possible.

Continue forward and yet another insect creature attacks as you reach an archway. Brush him aside and go through to complete the level.

LEVEL 13 LONDON ZOO

Go through the gates and they'll shut behind you. Ahead of you are some crates. What could be lurking in there? Be ready to slap the beast which leaps out and attacks. You can now enter the zoo.

On your left are a couple of crates. Destroy them. Kill the creature which attacks and the gargoyle. Head up into the cages the beast came from. Inside the cage you should pick up the mine. Head back out onto the path and another gargoyle will arrive on the scene.

Kill it and look over to the left wall and you will see a switch. Activate it and a gate will open. Continue up the



path. If necessary, kill the four armed weirdo which attacks from the open cage behind. Go across the bridge and attack another gargoyle.

Go through the open gate. Kill the creature. Use the block protruding from the water as a place to leap to. Don't go too far or you'll end up in the drink. Get over to the other side and thwart the next enemy attack.

Head into the spider's lair to your left. Waste the arachnid freak which descends. Continue forward and kill the second spider which attacks. At the end of the cage is another switch for you to activate. Head back through the lair after killing another spider from the cage to the left. Pick up the health orb. Head back and you will see the open gate. Go through and back into the open air.

You're greeted here by another mutant which you must deal with. Follow the path forward and kill all the enemies you come across. You will eventually emerge in a room with a fountain in the centre. Two creatures will drop through the glass roof. Be sure to ruin their day won't you. Continue following the path, cross another

bridge and waste the four armed beast. At the end of this path is the museum. This is where you see Crowley giving some legs to keep ahead of you. Enter the museum and be ready for action.

On the ground floor are three slobbering mutants. Kill them all as one of them has an extra life for you. Smash the dinosaur if you wish for a bit of a giggle. Smash the glass cases and grab the power-ups before heading up the stairs. Collect more goodies and step through the gate to exit this level.

LEVEL 14

MARYLEBONE

Turn around and jump the water behind you. Smash the crates for some power-ups and jump back across. Head down the street and waste the blue monster and cult member. Shoot the explosives by the wall to blow a hole in the wall. Head cautiously through as the roof is weak and rubble falls. Shoot the barrels so you can pass through. A blue monster attacks and this can mean only one thing - put up a fight to stop him dead.

As you round a corner a cult member will attempt to spoil your day some more. Don't let him. Just as you try to exit this section the roof collapses. You have been warned.

Back out on the street there's yet another blue monster waiting. You should know what to do by now. Continue forward and you'll be met by another two cult members. One of them leaves a mine which you should collect.

Continue wandering down the street and you'll meet yet another blue freak which needs

thumping. At the same time you are also set upon by a cult member who smashes through a window to your right. Kill them both. The smashed window contains a health orb, so grab it. Go forward until you come across a dead end. There's a green door ahead. Don't know what they're doin' but they're having a bit of a laugh behind there. Wipe the smile off the blue mutation which smashes through. Put him to eternal rest.

Cautiously enter the next part of the street to avoid the carriage being pushed by a blue monster. There's also a cult member to take care of, so waste him first before turning your attention to the blue boy. Stroll on until you come across a statue in the road. As you get close it will come to life. Kill it and the blue monster which joins the party. The dead statue figure leaves a skull icon behind. Make sure you collect it, it's one of the best weapons to have. The skull makes the other creatures fight amongst themselves so you don't waste valuable energy.

On the next section of the street you will need to dispose of a cult member and another creep. At the bridge it will probably come as no surprise to learn that yet another blue monster

steps through the mist. If you don't know how to kill them by now you never will.

Another freak will attack as will a cult member who comes from the right. Waste them and go to the window. Smash it and collect the health orb. Smash the next window along also and pick up the power-ups. Kill the next attacking beast you encounter.

As you continue, be sure to kill the mutant you come across



and check all windows for goodies. At the right turn you come across you're met by three cult members. It's best if you use the repeater here if you possibly can.

In the archway in the centre of the road a blue monster is lying in wait for you. Put paid to his hide and seek days. Go through the gate on the right to enter a huge courtyard. This is the trickiest section of the level, but if you move fast and dodge the attacks of the three gargoyles then you stand a good chance. Move clear of the three as they attack and only lunge in to attack when they aren't backed up by another.

After a few tense moments the battle is won. Using the repeater of pistol has little or no effect so your standard weapon is the best for the job. There's only one exit which you can leave this courtyard from and you should do just that. Head towards the carriage to clear this stage.

LEVEL 15

BLOOMSBURY

Enter the street and a gargoyle will attack from the left. Do your bit for gargoyle extinction. Continue down the street and you'll come across another two gargoyles which need to be cleared. You'll now see some shop windows. You will want to check these as the middle window houses power-ups.

While you are continuing down the street another of those damn gargoyles breaks through a shop window to your right. Kill it and take the weapon from the window.

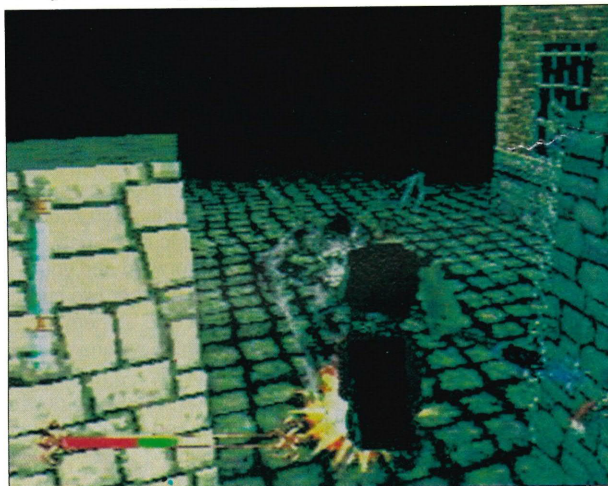
At the next left turn and you'll be met by a new creature. It's a red fire-breathing beast. Pummel it before you become charcoal. It's a strong beast so use a weapon or hard attacks to clear it.

As you continue down the street another gargoyle will burst through a window.

Waste it and collect all of the power-ups you can. Go down the steps and another creature will attack. Erase it from the equation. Before entering the room activate the switch to open a gate.

Cautiously enter the room as the roof is unstable and rubble will drop from time to time. Thankfully, there's only a lone spider hybrid to deal with in here. As you climb the stairs to leave a flying beast which breathes fire will attack. It's nowhere near as tough as its four legged counterpart so it's no trouble to clip its wings.

As you step onto the next courtyard another gargoyle



will attack. Kill it and continue down the street. You next need to dispose of the red fire-breathing mutant which bursts from the flames. If you leave this beast alone you have lost out on the extra life it leaves behind.

Wander forward some more and guess what? You are welcomed by another of those gargoyles. Once killed you can grab the pistol it leaves behind. Smash the windows on the right side of the street. Grab the weapon power-up and the health orb.

The flames ahead can only mean thing. Yes, you are about to be set upon by a fire-breathing weirdo. Kill it as before. There's a gargoyle in the corner. Go up the steps on the right and pummel the two spider hybrids you meet. Go down

the narrow passageway, being careful to avoid the falling debris. Just around the corner are more flames and another red fire-breather.

Follow the street some more and waste another arachnid. As you reach yet another dead-end you will notice some flames and another fire-breathing freak. Shoot the barrels and a gap will appear in the wall. Step out onto the grassy area.

No sooner have you done this than you're under attack again. A gargoyle and fire-breather require a close meeting with your weapons. After killing them step towards the fountain in the

LEVEL 16

PIMLICO

Immediately to right at the start is a blue monster. Kill it and head into the area to grab some power-ups. Go back to the start and head down the corridor cautiously to avoid the frequently falling rubble. After a while you'll greet a fire-breather. Kill it to obtain the ice weapon. Kick your way through the green door.

Go up the small steps to the right and lob a mine down onto the ground where a red monster lurks. It will step onto the mine to reach you. Repeat the process a second time to finish it off.

In the far corner of the room you'll see some barrels. Lob another mine down and a blue monster will step through



onto the mine taking out the barrels too. Go through where the blue monster came from. You can go right or left. Right gets you a health orb. Shoot the barrels to prevent a blue monster stepping in. Remember this place as you will need to return soon. Kill the beasts and pick up the orb. Go through the left exit and break through the doors at the top of the stairs. Kill the blue monster first.

Follow the balcony around to a door with a switch by it. Activate the switch to open the doors and then shoot the barrels in the room. Go into the room on the right and pick up the numerous power-ups. Head back to the corridor and continue into the next room. Kill the mutant creations you come across.

Destroy all barrels, go up the steps and collect goodies before heading back to the place where you shot the barrels preventing the blue monster stepping through.



Shoot the waiting blue beast, leap onto one of the crates by the flames and then make a jump over the flames into another part of the level.

On this street you are set upon by two fire-breathing mutants. To your left is a repeater. You get the picture. One leaves a mine for you to pick up. Continue through the blazing streets killing everything that moves. Break through the wooden gates, go through the spider's lair, kill the spider hybrids and collect all of the goodies you can. Head through and into a large open yard where the wooden buildings are being burnt to the ground. On the left are wooden pillars. Go through the pillars and smash through the wooden gates. Shoot the barrels

ahead. Walk through the small gap into the small courtyard where you will complete this level.

LEVEL 17

JOSE MANUEL

It's another guardian-style bloke. This one throws knives with great accuracy. You can't get near him due to the flames in front of him, but there's a switch on either side of the pit on the wall. You need to activate the switches alternately to move the spiked wall in on the evil monster.

To make your task much trickier, zombies climb out of the flaming pit. You can either avoid them or slice them in two. Your best bet is to slice them

quickly and without fuss. You need to be quick so you can avoid the knives. Once you've successfully hit the switches and the walls have closed in, the level is complete.





LEVEL 18

WESTMINSTER

The flames have taken hold of the city and because of this your task is made much trickier. Kill the flying beastie and then the cult member ahead. As you walk forward you will be greeted by two more of the same beasts.

Break open the door at the end and step inside. A cult member is waiting so show him your perfected Cantona kick. Continue forward and you will happen across more fire-breathing beasts and couple of flying mutants. One will break through a door at the end of the corridor. The room it comes from is engulfed in flames so you can't go through.

Instead, you should go to the left. Keep clear of the exploding barrels and kill the cult member who comes leaps out from the right. As you enter the next room you will need to deal with yet another cult member who

attacks. Turn left into the courtyard where all hell breaks loose.

You can either avoid the fire-breathing weirdos or practice a few combos. If you fancy gaining an extra life you should go up the stairs in the previous room and out onto the balcony surrounding the courtyard. Leap over the broken floor and kill the red monster which behind an extra life. Go back over and through the gap in the railings to drop down to the courtyard. Head to the closed doorway, smash it open and leave the level.

LEVEL 19

WESTMINSTER II

A gargoyle will attack almost instantly. Ruin his day. Enter into the corridor with caution as the chandeliers will drop from above. Collect the health orb to the right. Further down the corridor



another chandelier will drop. Just beyond this a gargoyle will attack from the stairs.

Go up the stairs and then turn right. The left turn is a dead end. Kill the gargoyle and grab the power-up it leaves behind. Follow the hallway. There are explosions all over the place now. You now need to jump over the flames into a huge room. Kill all of the beasties and grab the pistol to the right. Go around the balcony into the next room.

Kill the fire-breather. Look to your right and pick up the skull on the crates before continuing down the corridor. A gargoyle and his little friend attack. Paste them and pick up the health orb from the crate on the right. Continue forward.

Kill the flying freak. As you round the next corner a fire-breather attacks from the right. Thump it into submission. Go out onto the open roof and go around. To grab an extra life you should jump the flames in the corridor before going onto the roof. Pick up the extra life, leap over the flames and step onto the open roof. As you go around the roof kill all the flying obstacles and gargoyles before re-entering the building on the other side of the wall of flames.

You now have a lone gargoyle to kill or avoid. Go up the steps to the final confrontation.

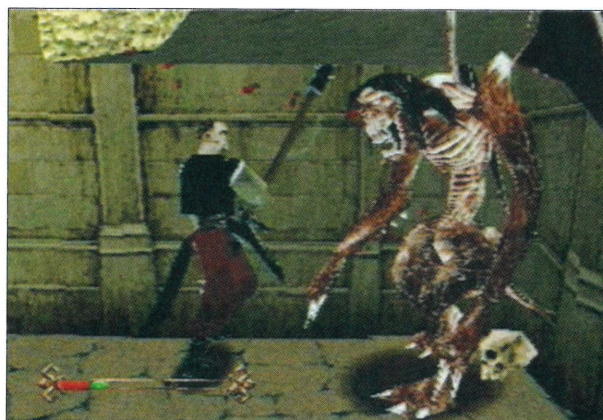
LEVEL 20

THE ROOFS

Crowley and some of his flying buddies are here to trash your day. There are four flying beasts to deal with before the final Crowley meeting. As they fly it's of paramount importance that you attack them head on as they leave a trail of flames behind them. Once you've stunned it you can pile in with your weapon and waste it before turning your attention to the next one.

Once you've cleared the flying monsters away you're left to deal with the highly mutated Crowley. And this is where you first realise that





this guy is nigh on invincible. You can use combos only to kill him. His attacks are fast and very effective so you can only dive in with an attack infrequently. Let's hope you've saved enough health orbs to last the distance.

His defence is also highly effective so you need to be patient. If you do connect and can get him into a corner you have a chance to cause some considerable damage. Other than this, if you're stuck in the open he has a free range of moves and your side steps and defence won't be too effective after a while.

Try to keep your distance as much as possible unless he's cornered, as one smack from him loses you untold

energy. It's by no means a walk in the park, but it's possible, in time, to decapitate him and watch the disappointing end sequence. Was it really worth all the effort? Why of course it was! The Nightmare Creatures have been banished for good. Crowley is no more, London is saved and we can all sleep safe and sound.



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